FEAR THE DARK

Nostalgic Dungeon Crawl

THE BESTIARY

issue 6 : old and new monsters

Introduction

With issue 6, and with all the monsters and rules contained in it, the new system can be defined as sort of complete. Issue 4 contains all the rules needed to create new maps and missions, issue 5 has rules and advancements for adventurers to keep players entertained for a while, and issue 6 presents enough adversaries and challenges to keep the game interesting in the long run. I feel like, in a way, I pushed the original HeroQuest material forward into a sort of Advanced system, without the need for the more complex rules of said version (which, by the way, I consider a precious source of inspiration).

Monsters and Challenges

Pushing HeroQuest into the realms of a more complete (yet easy and fast) dungeon crawling was accomplished with issues 4 and 5, which give the GM an infinite number of dungeons and the players enough variety to customize their adventurers game after game.

But what truly completes the experience of an old school dungeon crawling game, are the monsters and challenges of the dungeon. Danger is what keeps players alert and draws their attention; the growing power of the enemies maintaines the game challenging and fun. It's good to see an adventurer progress and become stronger; but what makes a great story is a fierce opponent which poses a real threat.

Variety in monsters and challenges is what really shapes the experience of a dungeon and generates in the GM and the players the sense of discovery and progress. Adding new monsters or something special to the dungeon will not just keep you all entertained, but also allow you to use new cool miniatures.

This fanzine

FEAR the Dark is a fanzine dedicated to HeroQuest - the popular fantasy board game of the 90s which introduced so many of us to dungeon crawling and miniatures.

Credits

HeroQuest is once again a Hasbro trademark. This fanzine claims no ownership of the aforementioned trademark, and is instead a personal project made available to the public as a tribute to the old game.

The cover and back cover images are pictures of some of my miniatures.

Some monsters' images are taken from the internet as a reference or example of what you could use, but most of them are my own painted miniatures.

Advice in the next page is a collection of wise posts on various forums.

Blocking the door

A barbarian (or dwarf) adventurer standing just outside a door, and killing the monsters one by one which keep coming at him, is no fun. Do not let this happen in your games. To solve this issue you may want to either discuss it with the players (they agree not to do it except on rare occassions) or you make house-rules (which you must communicate before the game) such as:
† Double doors, so at least two adventurers are required for a blocking
† Hidden doors, so the monsters can exit the room
† Always have at least one or two archers among the monsters
† Allow diagonal attacks to all (monsters and adventurers) but only in front of a door (this turns the one to one fights potentially into three versus three)
† Roleplay some danger which keeps the players under pressure, so they must act somehow instead of just waiting to kill the monsters one by one

A Role Playing Game, not just a Board Game

Basically, HeroQuest is a board game. But with a little effort and imagination, the GM can turn this into a more entertaining and challenging sort of role playing game. You don't need to make special, complex rules, just try to be fair, and especially make sure that you don't push it too far and you remain consistant with your descriptions and rules and decisions across multiple games (so the players can work out a system to deal with the various dangers, and expect predictable results). Some examples:
† Add descriptions to movement, exploration, fights. Don't just push miniatures around and roll dice
† Light and darkness; reduce visibility to increase the sense of danger
† Use furniture: monsters may use tables, for example, to block the door if the adventurers don't enter; when there is a tomb the monsters may appear as if they're trying to free a powerful undead; monsters take better weapons from a weapon rack, potions from an alchemist bench, scrolls from a wizard's table, etc.
† Keep the pressure up: add a real-life timer (under pressure, adventurers may argue and split up or sometimes make some poor decisions) and/or an in-game timer (i.e. number of turns). Something happens which makes the situation worse if the adventurers are too slow
† Maintain a sense of mystery: especially for new monsters, do not reveal their scores. Be fair and don't cheat, but let players figure them out by themselves and rely on their memory the next time they encounter the same monster
† Sometimes undead return to life, statues animate, a weapon is poisoned, etc. It's not fair to improvise this sort of tricks: write something down before the game and stick to that rule. Do it only on occasions; it doesn't have to happen all the time, your players will remain in fear
† Let the players role-play their characters, sometimes introduce something from the characters' life out of the dungeon in the adventure (the barbarian must save a pricess, the elf recover a tribe's magical artifact, the wizard save an old mentor, the dwarf bring lots of gold to the clan, etc.)

GOBLINS

A Shaman or a Champion may appear from the "terrible monsters" table (see issue 4).

Goblin

Move: 10
Attack: 2
Defend: 1
Body: 1
Mind: 1

Just a regular goblin.
When 2 or more attack the same target, each rolls one more attack die.

Regular goblins with spears may attack diagonally.

Goblin Archer

Move: 10
Attack: 1
Defend: 1
Body: 1
Mind: 1

Just a regular goblin, but with a ranged weapon.
Can attack any target in sight (cannot see a target behind cover, or behind any other miniature).

You can replace a regular goblin with an archer at will.

Goblin Champion

Move: 10
Attack: 2
Defend: 2
Body: 2
Mind: 2

The clan leader, the meanest of the gang.
Roll a combat die, on a skull:
All goblins in the same room (incl. this) defend on a white shield, as long as the Champion is alive.

Goblin Shaman

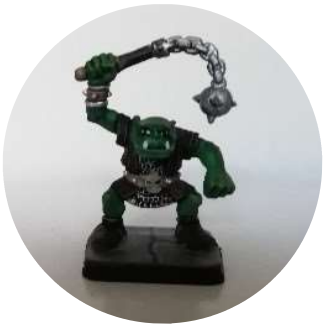
Move: 10
Attack: 2
Defend: 2
Body: 2
Mind: 3

The clan leader in spirit, even with its limited magical powers.
Has one random Chaos spell.

ORCS

A Shaman or a Champion may appear from the "terrible monsters" table (see issue 4).

Orc



Move: 8
Attack: 3
Defend: 2
Body: 1
Mind: 2

A regular, ugly orc.
When 2 or more attack the same target, each rolls one more attack die.

Regular orcs with spears may attack diagonally.

Orc Archer

Move: 8
Attack: 2
Defend: 2
Body: 1
Mind: 2

An orc with a ranged weapon, just as ugly.
Can attack any target in sight (cannot see a target behind cover, or behind any other miniature).

You can replace a regular orc with an archer at will.

Orc Champion

Move: 8
Attack: 4
Defend: 3
Body: 2
Mind: 3

The clan leader, the ugliest and strongest of all.
Roll a combat die, on a skull:
This Champion has 3 Body points instead of 2.

Orc Shaman

Move: 8
Attack: 4
Defend: 3
Body: 2
Mind: 3

Uses human blood for evil, chaotic spells.
Has two random Chaos spells.

FIMIRS

A Shaman or a Champion may appear from the “terrible monsters” table (see issue 4).

Fimir

Move: 6
Attack: 3
Defend: 3
Body: 2
Mind: 3

A regular, fearsome fimir.
When 2 or more attack the same target, each rolls one more attack die.

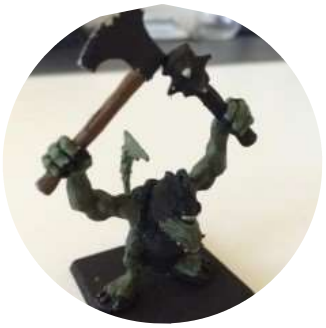
Skinks Archers

Move: 8
Attack: 2
Defend: 1
Body: 1
Mind: 2

Fimirs do not use ranged weapons, but rely on skinks slaves.
Can attack any target in sight (cannot see a target behind cover, or behind any other miniature).

You can replace a regular fimir with an archer at will.

Fimir Champion



Move: 6
Attack: 4
Defend: 4
Body: 3
Mind: 4

The clan leader, most despicable of all.
Roll a combat die, on a skull: This champion can attack diagonaly.

Fimir Shaman

Move: 6
Attack: 4
Defend: 4
Body: 3
Mind: 5

Eats brains to give energy to its dark spells.
Has three random Chaos spells.

More on Green-skins

You can use additional miniatures and grant them special abilities such as the following. It is recommended to use these abilities only occasionally, in special rooms, to keep them "special" and not transform them in regular features.

Standard bearers

If an enemy has a standard, roll a combat die:
On a skull: other monsters of the same type have +1 attack.
On a shield: other monsters of the same type have +1 defend.
This bonus lasts as long as the standard bearer is alive.

Double weapons

If an enemy has two weapons:
This miniature hits for 2 damage for each black shield rolled on a combat die when attacking.

Shield

If an enemy has a shield:
This miniature defends when rolling a white shield instead of a black one.

Blood-thirsty gang

A unit of nasty enemies:
As soon as one wound is inflicted against an adventurer, all monsters of the same type gain +1 attack until the end of combat.

Frenzy

They just don't go down:
When killed, this miniature automatically makes a last attack against the adventurer which inflicted the deadly blow. After the attack, it's really dead.

Fast

They're faster than you expected:
This gang moves at +2 the regular speed for this type of monster.

Charge!

The enemy attacks give no quarter:
If the enemy inflicts at least 2 wounds, the target must move back one square if there is space, and the enemy must follow stepping forward. Regarless of this movement, the next attack will be with +1 attack die; this repeats each time at least 2 wounds are inflicted.

Skeleton and Zombies

A Champion may appear from the "terrible monsters" table (see issue 4).

Skeleton

Move: 6
Attack: 2
Defend: 2
Body: 1
Mind: 0

A normal skeleton.
When 2 or more attack the same target, each rolls one more attack die.

Regular skeletons with spears may attack diagonally.

Skeleton Champion

Move: 6
Attack: 3
Defend: 3
Body: 2
Mind: 1

The skeleton of a former fierce warrior.
Roll a combat die, on a skull:
Only magic and spells harm this Champion normaly; reg. weapons hit on the roll of a black shield.

Zombie

Move: 5
Attack: 2
Defend: 3
Body: 1
Mind: 0

A rotten corpse, the basic zombie.
When 2 or more attack the same target, each rolls one more attack die.

Regular zombies with spears may attack diagonally.

Zombie Champion

Move: 5
Attack: 3
Defend: 4
Body: 2
Mind: 1

Sometimes zombies retain a glimpse of their former skills.
Roll a combat die, on a skull:
Once killed, this Champion comes back as a regular zombie to fight again.

Mummies and Dire Wolves

A Champion may appear from the "terrible monsters" table (see issue 4).

Mummy

Move: 4
Attack: 3
Defend: 4
Body: 2
Mind: 0

A restless, undead mummy.
When 2 or more attack the same target, each rolls one more attack die.

Mummy Champion

Move: 4
Attack: 4
Defend: 5
Body: 3
Mind: 1

Some mummies may even use weapons.
Roll a combat die, on a skull: This Champion defends on a white shield except against magical weapons or spells.

Dire Wolf

Move: 12
Attack: 4
Defend: 2
Body: 3
Mind: 1

Even wolves may be summoned back from the death.
When 2 or more attack the same target, each rolls one more attack die.

You can replace a mummy with a dire wolf at will.

Ghoul

Move: 9
Attack: 3
Defend: 2
Body: 3
Mind: 0

Something which is quite not dead nor alive.
When 2 or more attack the same target, each rolls one more attack die.

You can replace a mummy with a ghoul at will.

Chaos

Chaos Champions are not listed in the random tables. When more than one Chaos Warrior is present, roll a combat die for each: for each black shield place a Champion instead.

Chaos Warrior

Move: 7
Attack: 4
Defend: 4
Body: 3
Mind: 3

One among the fierces enemies to face.
A Chaos Warrior may open closed doors to call for reinforcements. Generate the next room as if explored by the adventurers.

Chaos Champion

Move: 8
Attack: 5
Defend: 5
Body: 4
Mind: 4

The leader of a Chaos clan; a challenge for any warrior.
Roll a combat die, on a skull: This champion hits for 2 damage for each black shield rolled.

Chaos Sorcerer

Move: 7
Attack: 5
Defend: 5
Body: 4
Mind: 6

Summoner of the most malign magical forces.
Has five random Chaos spell OR: four Chaos spells and all other enemies in the room have +1 attack as long as the sorcerer is alive.

Wight King

Move: 6
Attack: 4
Defend: 3
Body: 4
Mind: 5

Chaos forces often ally with undead lords, such as the Wight King.
Has three random Chaos spells and can cast Summon Undead three times.

You can replace Chaos Sorcerer with a Wight King.

More for Undead and Chaos

To grant undead a fearsome and unique connotation, you may use the "Fear of Undead" rule as presented in issues 2 and 3:

When placing an undead on the board, or a group of them, the GM rolls a combat die. If the GM rolls a skull, the undead(s) may move and attack now, before any other hero's action. Then the game resumes normally.
Use the rule the first time for each type of undead (skeleton, zombie, mummy, etc.), per quest (skeletons cause fear the first time they appear, then no more until next quest; zombies cause fear the first time, etc.).

Also, you can use additional miniatures both for undead and Chaos, and grant them special abilities such as the following. It is recommended to use these abilities only occasionally, in special rooms, to keep them "special" and not transform them in regular features.

Ghostly

This enemy is not entirely of the physical realm:
Regular weapons hit this enemy only on a white shield instead of skull.
Magical weapons hit regularly on a skull.

Invulnerable

This enemy is protected by powerful magic:
Regular weapons hit this enemy only on a black shield instead of skull.
Magical weapons hit regularly on a skull.

Regenerate

This enemy is able to heal itself:
On this enemy's turn roll a combat die: on a skull the enemy recovers 1 body point (only up to its regular maximum value).

Huge weapon

This enemy has an especially large weapon:
An attack hits (with the same roll) all adventurers in contact with this enemy.

Disease/Curse

This enemy carries some infection or disease or curse:
If an adventurer suffers one or more wounds, roll a combat die at the end of the battle. On a skull, the adventurer is infected. Every next quest, the adventurer starts with 2 Body points less than normal. Roll a combat die at the end of each quest: the disease is gone when the adventurer rolls a white shield. This is the only way to get rid of the infection.

Demons

Demons in this page are just presented as examples. Depending on the miniatures you have available, you may swap them at your leisure. Also the scores and abilities presented are just a few of the countless possibilities you have. Be creative when setting up the final boss of your adventures!

Gargoyle

Move: 6
Attack: 4
Defend: 5
Body: 3
Mind: 4

The most fierce of the Chaos demons.
A gargoyle may attack also diagonally.

Plaguebearer

Move: 8
Attack: 3
Defend: 3
Body: 3
Mind: 3

A powerful warrior surrounded by a deadly gas cloud.
Any non-monster in contact, also diagonally, looses 1 Body point per turn (no defense).

You can replace a Gargoyle with a Plaguebearer at will.

Chaos Warlock

Move: 7
Attack: 3
Defend: 3
Body: 3
Mind: 5

An unstoppable source of Chaos magic.
Each turn, besides attacking, may cast one random Chaos spell and looses one Mind point; at zero it dies.

You can replace a Gargoyle with a Warlock at will.

Faceless

Move: 9
Attack: 4
Defend: 3
Body: 3
Mind: 3

Appears in human form, disguised as an helpless prisoner.
As the adventurers save it, it will follow them. Will turn against them at the worse moment.

You can replace a Gargoyle with a Faceless at will.

SKAVEN

Skavens do not mix usually with other monsters.
You can use the Green tables of issue 4 and convert as in the next page.
Also, Skaven are countless. Regardless of what the table says, **add one regular Skaven** to the encounter at dungeon level one, two at level two, etc.

Skaven

Move: 9
Attack: 2
Defend: 1
Body: 1
Mind: 2

A regular clan rat.
When 2 or more attack the same target, each rolls one more attack die.

You may grant +1 defend for those with a shield.

Skaven Sentry

Move: 10
Attack: 2
Defend: 1
Body: 1
Mind: 3

A sneaky enemy, to be killed as soon as possible.
A Sentry may open closed doors to call for reinforcements. Generate the next room as if explored by the adventurers.

You may use as sentry a skaven with a blade on the tail

Skaven Assassin

Move: 12
Attack: 3
Defend: 2
Body: 2
Mind: 4

Assassins are especially skilled in ambush and sneak attacks.
When attacking, an assassin hits for 2 damage for each black shield rolled.

An assassin may freely replace any wandering monster.

Skaven Champion

Move: 9
Attack: 4
Defend: 3
Body: 2
Mind: 3

Some rats are bigger and tougher; they fight fiercely.
On its first attak of the fight, may re-roll attack dice that failed to hit.

Old, bulky skavens serve well as champions.

Conversion Table

Goblin = Skaven	Goblin Champion = Skaven Sentry
Orc = Skaven Assassin	Orc Champion = Skaven Champion
Fimir = 3 Giant Rats	Any Shaman = Skaven Caster
Chaos Warrior = Rat Ogre	Gargoyle = 2 Rat Ogres

Giant Rat

Move: 10
Attack: 1
Defend: 1
Body: 1
Mind: 0

Giant rats fight alongside their skaven masters.
Giant rats defend on a skull instead of on a black shield, thanks to their agility.

Place 3 of them for each Fimir.

Rat Ogre

Move: 4
Attack: 4
Defend: 3
Body: 3
Mind: 1

A slow and stupid giant rat, but quite hard to put down.
Roll a combat die, on a skull:
May re-roll once per turn all defend dice that didn't come up as black shields.

Skaven Caster

Move: 8
Attack: 2
Defend: 2
Body: 3
Mind: 4

Blessed by the Hornet Rat, skaven casters are kept in the highest consideration by others in the clan.
May cast the skaven spells as per the instructions that follow.

You can replace a caster with two assassins at will.

Skaven Spells

Skaven spells are often unreliable and unpredictable. When using a spell, a Skaven Caster must roll a d6 and a combat die. The d6 tells you which spell triggers, and the combat die may change the effects of the spell spell.
Each spell costs the Skaven Caster one Mind point; at zero the caster dies (possibly, horribly).

1: Power of the Rat

The caster can grant +1 to one chosen characteristic of a chosen skaven.
Skull: as planned; **White Shield**: gives -1 instead; **Black Shield**: gives +1 but to all skavens in the room/corridor.

2: Warp Tempest

All adventurers in the room suffer 1 Body point damage (each may roll a single defense die to negate the damage with a white shield).
Skull: as planned; **White Shield**: affects also all monsters in the room incl. the caster; **Black Shield**: inflicts 2 damage (adventurers may roll 2 defense).

3: Warp Frenzy

The target skaven gets +3 move and +3 attack, for this fight.
Skull: as planned; and at the end of each GM's turn roll a combat die: on a White Shield the target explodes; **White Shield**: target explodes now; **Black Shield**: as planned, but without the need to roll for explosion.

4: Warp Transformation

The target skaven is transformed into a Rat Ogre.
Skull: as planned; **White Shield**: target transforms into a single Giant Rat instead; **Black Shield**: as planned for the target, but the caster itself transforms into a single Giant Rat as well (thus loosing all casting abilities).

5: RatQuake

An earthquake shakes the room.
Skull: the GM places first one pit trap tile and then one falling block tile directly in front of the caster (roll damage as for traps); **White Shield**: pit trap in front, but falling block behind the caster; **Black Shield**: only a pit trap tile, directly under the caster.

6: Disease/Curse

Target one adventurer which becomes infected. Every next quest, the adventurer starts with 2 Body points less than normal. Roll a combat die at the end of each quest: the disease is gone when the adventurer rolls a white shield. This is the only way to get rid of the infection.
Skull: as planned; **White Shield**: target instead gains 1 Body point (it must "heal" as the regular infection); **Black Shield**: the Skaven Caster can no longer cast in this fight.

Summary of the Original Rules

This is a summary of the original rules; new original rules are presented in dark red color.

† Turn

Default order: Barbarian, Dwarf, Elf, Wizard, Game Master (GM).

Movement and Action

In a turn, you may move and then act, or act and then move. You cannot make an action in the middle of a movement. Actions are:

† Attack
† Cast a spell
† Search for treasure
† Search for secret doors
† Search for traps
† Disarm a trap

Looking

Looking is **not** one of the basic actions. It happens automatically as heros move. Everything in their **line of sight** must be placed on the board.

Doors

If a hero stops next to a closed door, they can ask the GM to open it, and place on the board the content of the room. Opening doors does **not** count as an action; it's a part of the normal movement. Open doors **cannot** be closed. **Double doors** open both sides together, making passage easier.

Movement rules

A hero can move less of the 2d6 roll, and pass other heroes if allowed by the other player. It is **not allowed** to move diagonally, through walls, through blocked squares (walls), over adversaries, or backwards in the same turn. It is **not allowed** to end a move sharing a square (exception: this is allowed on stairs and in pits).

† Attack

You may attack an adjacent enemy, **not** diagonally. Some weapons allow to attack from a distance or diagonally, or change the number of dice to roll. An attack scores **one hit** for every Skull rolled. One attack per Turn is allowed.

Defend

The defendant rolls its Defend dice, and blocks one hit for every **white shield** if it's a hero defending, or for every **black shield** if it's a monster defending. Roll the Defend dice every time someone attacks you.

Body Points

Every hit not blocked, is subtracted from the Body points. When they reach **zero**, the hero or monster is **dead** (a hero may drink a potion already in their possession or use a healing spell if they have not already made an action).

† Cast a Spell

A spell requires a **visible** target. After casting the spell, **discard** the spell card and the same spell cannot be used until the next quest. The line of sight is **blocked** by walls, closed doors, and other miniatures (heroes or monsters).

† Search for treasure

Treasures are **only in rooms**, not in corridors. Every hero may search independently on their turn, and only once by each hero for each room. You may search for treasure only when the room is **empty** of enemies.

Treasure deck

If there is no special treasure declared by the Quest Book, shuffle the Treasure deck and draw a random Treasure card. Valuable treasure cards remain in possession of the hero, while other cards are returned to the deck.

Wandering monster

Place it next to the searcher, and attack immediately. From the next turn, the monster moves and attacks normally. If there is no space, place it anywhere in the room, without making an attack.

† Search for secret doors

Secret doors may be **in rooms or corridors**. Every hero may search independently on their turn, in the room or corridor they're in. You may search for secret doors only when the room or corridor is **empty** of enemies. No need to search more than once: **all** secret doors in the room or corridor are revealed as soon as the first hero searches for them. Secret doors are **closed** until a hero opens them, and work as normal doors.

† Search for traps

Traps may be in **rooms, corridors, or chests/furniture**. You may search for traps only when the room or corridor is **empty** of enemies. If there are traps, the GM will tell you what they are and where they are.

Trigger a trap

If a hero moves on a trap square, without checking, the trap is triggered. If a hero searches for treasures, without checking, the chest/furniture trap is triggered. Monsters do not trigger hidden traps.

† Disarm a trap

To disarm a trap you must possess the **appropriate tool kit**; the Dwarf on the other hand may do this even without tools. A hero must announce the attempt and move to the trap square, then roll 1 Combat die. If you roll a Skull, you trigger the trap and suffer its consequences; any other roll means you disarmed the trap and it's gone forever. The Dwarf fails and triggers the trap only when rolling a black shield.

† Traps rules

Here is the list of the default traps, how they can be avoided or disarmed, and what happens if they are triggered by the heroes.

Pit traps

This is declared as a weak floor by the GM, and may be **jumped or disarmed**. If triggered, suffer 1 Body point damage and fall into the pit, ending your turn; place a **pit trap tile** on the board, which cannot be removed. The pit may only be jumped at this point. **In the pit**, a hero may search for treasure or secret doors as if in a room. Attack and Defend rolls are done with one die less (but not less than one, and this applies also to monsters). A hero or monster may move out of the pit in the next turn.

Falling Block trap

This is declared as a dangerous looking ceiling by the GM, and may be **jumped or disarmed**. If triggered, roll 3 attack dice and inflict 1 Body point of damage on each Skull; the **falling block tile** is placed on the board and becomes a permanent block which cannot be removed. The hero must decide in which direction to make a last step (ahead or back), before the turn ends.

Spear trap

This is declared as suspicious by the GM, and may be **jumped or disarmed**. If triggered, roll 1 attack die and inflict 1 Body point of damage on a Skull. This ends the hero turn. When triggered once, a spear trap is gone and nothing is placed on the board.

Chest/Furniture trap

This is declared as looking suspicious by the GM, and may be **disarmed**. It is also avoided by not searching for treasures. If disarmed, it is possible to look for treasures without triggering traps. If triggered, follow its instructions.

Jump a trap or a pit

You may jump traps which have not been triggered, or may jump an open pit. You cannot jump over a fallen block: this is like a blocking wall. To jump, you must have enough movement left to end in the square after the trap; if you do, roll 1 Combat die. If you roll a Skull, you trigger the trap (or fall into the pit) and suffer its consequences; any other roll means you avoided the trap or pit.

† Encumbrance

A hero can carry just a limited amount of cards (of equipment treasures, but not counting spells). If they carry more, they move at 1d6 speed instead of the regular 2d6. Discarding items allow to return to normal movement. Barbarian and dwarf can carry up to 8 cards each, elf and wizard up to 6 cards each.

† Experience

An hero marks an XP circle when finding a 100 gold treasure or completing a mission successfully.

† Monsters Rules

Fear of the Undead

When placing an undead (skeleton, zombie, mummy) on the board, or a group of them, the GM rolls a combat die. If the GM rolls a skull, the undead(s) may move and attack now, before any other hero's action. Then the game resumes normally.

Use the rule **the first time for each type** of undead (skeleton, zombie, mummy), **per quest** (skeletons cause fear the first time they appear, then no more until next quest; zombies cause fear the first time, etc.).

Large Monster's Initiative

When an hero **ends the move next to a large or terrible monster**, the GM rolls 2 combat dice. On each skull, the monster inflicts 1 Body point damage to the hero, before the hero can attack. The hero rolls the Defend dice normally and negates 1 Body point damage for each white shield rolled.

Your Rules

Use this space to make notes about your own rules, so that you have a written record for you and the players.

FEAR the Dark is a fanzine dedicated to HeroQuest - the popular fantasy board game of the 90s. It's a complete reboot of the game; faithful to the original rules but with a new feeling to it. The 'zine will contain new quests, suitable to new players and to veteran players as well.

The fanzine is hosted at www.daimongames.com/heroquest
Comments, suggestions, collaborations: davide.pignedoli@gmail.com

Issue number 6 – August 2021:

† A short introduction
† Advice about Barbarian-Blocking-The-Door and Role Playing
† Complete statistics for regular monsters, champions, shamans, etc.
† Additional rules and abilities for special enemies
† New enemies, such as other undead, skavens, demons, etc.